PlayStation

NTSC U/C

PlayStation

LOONEY TUNES™

SHEEP RAIDER™

★ Starring ★

Ralph Wolf™ & Sam Sheep-dog™

EVERYONE

CONTENT RATED BY ESRB

SLUS-01369

INTERACTIVE ENTERTAINMENT™

INFOGRAMES™

WARNING:READ BEFORE USING YOUR PLAYSTATION® CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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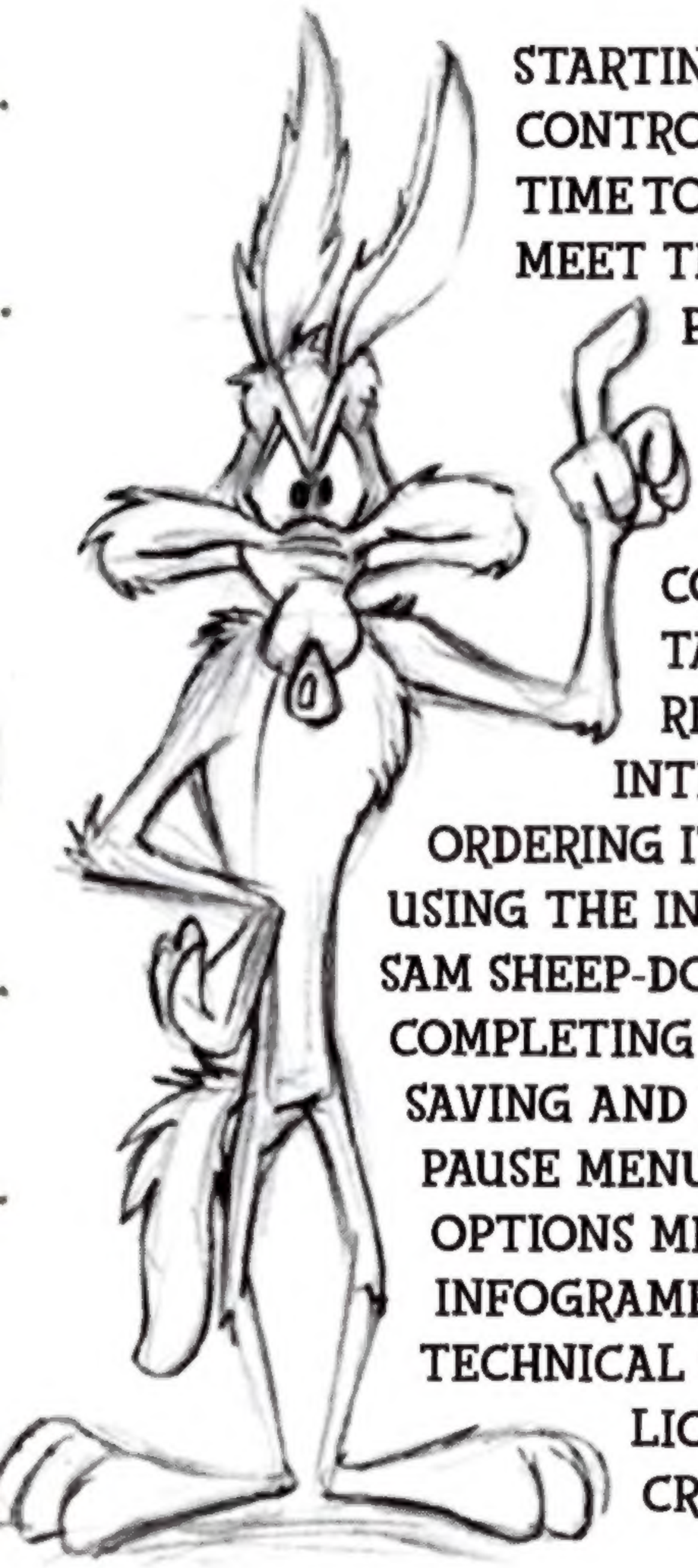

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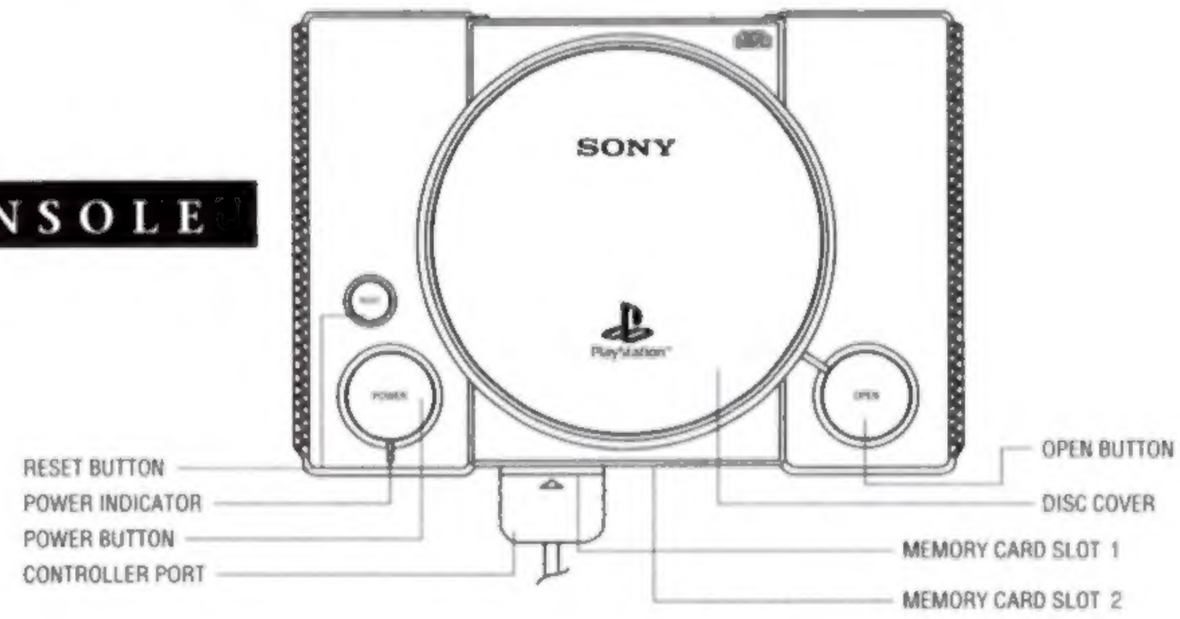
STARTING THE GAME

Important! Do not insert or remove peripherals or MEMORY CARDS once POWER is turned on. You will need a MEMORY CARD to save your games.

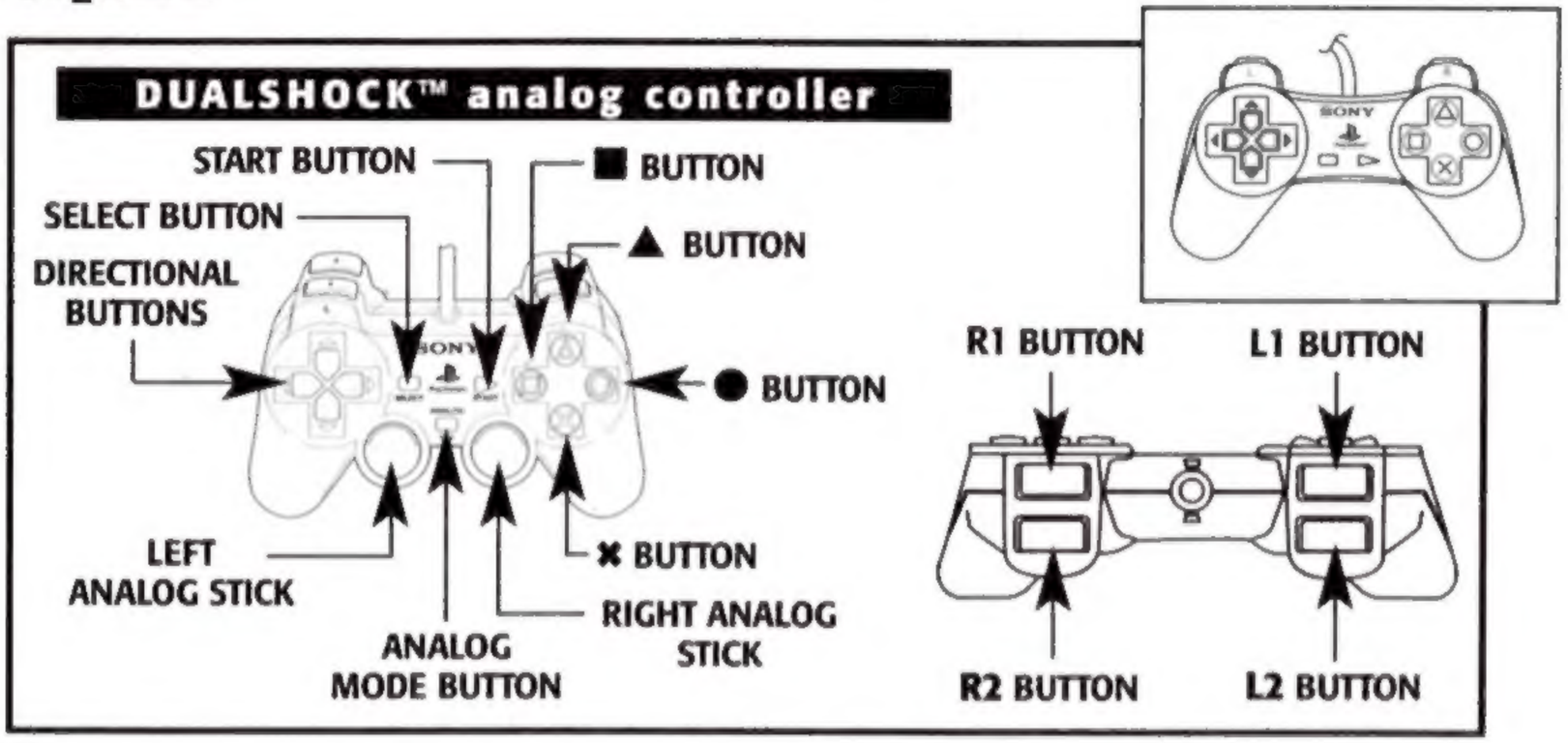
1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the POWER is OFF before inserting or removing a compact disc.
3. Insert the Looney Tunes™ Sheep Raider™ disc and close the disc cover.
4. Insert the game Controllers (and MEMORY CARD if you have one).
5. Turn ON the PlayStation game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the START button.

CONSOLE



Note: You will not be able to save your progress or game information if you don't use a MEMORY CARD. Make sure there is at least one free block on your MEMORY CARD before beginning your game in order to save games, player information and high scores. You are not able to swap MEMORY CARDS during play.

CONTROLS



◀ **NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.**

Directional Buttons

UP:	Walk forward
DOWN:	Walk backwards
LEFT:	Walk left
RIGHT:	Walk right
L1 button:	Inventory
R1 button:	Walk stealthily
L2 button:	Rotate camera left
R2 button:	Rotate camera right
SELECT button:	Inventory screen
START button:	Pause menu
Left stick:	Walk
Right stick:	Rotate camera

◎ Run

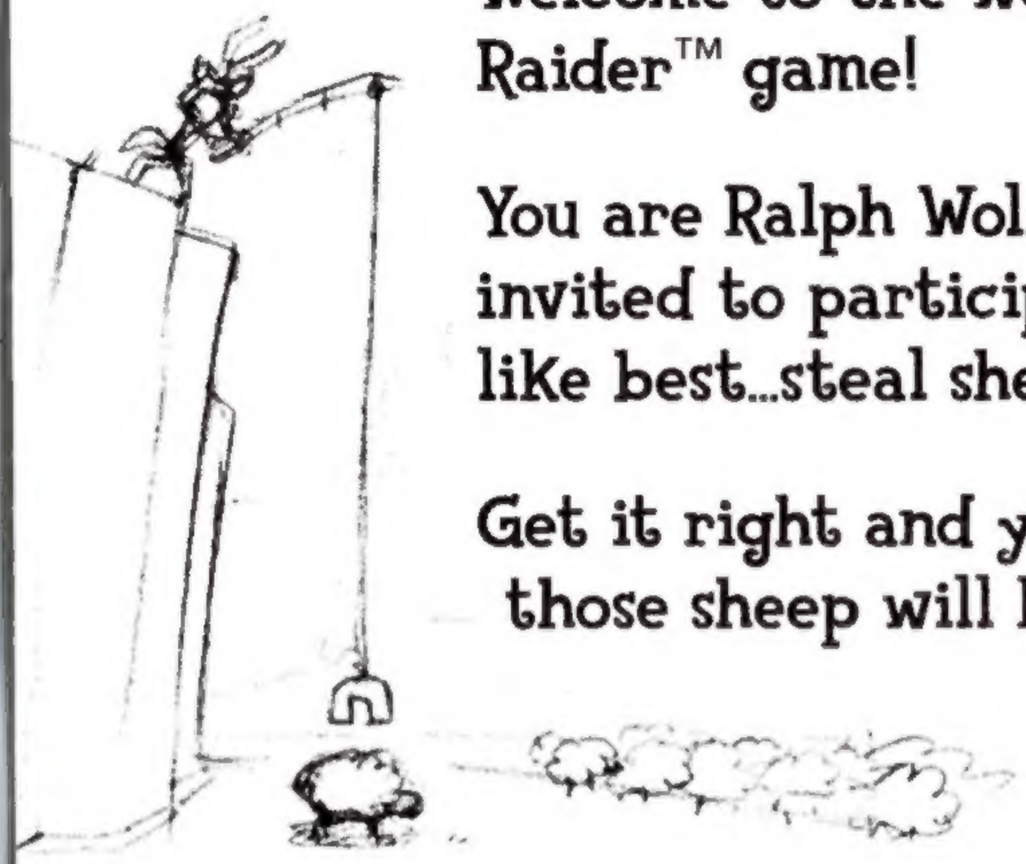
⊗ Order/Use/Carry

□ Jump/Double jump

△ Wolf's-eye view

Note: In ANALOG mode (LED: RED) the left stick can be used to replace the functions of the directional buttons.

TIME TO STEAL SOME SHEEP!



Welcome to the woolly world of the Looney Tunes™ Sheep Raider™ game!

You are Ralph Wolf™, professional sheep thief, and you've been invited to participate on a silly TV gameshow to do what you liKe best...steal sheep!

Get it right and you'll be showered with prizes — and all those sheep will Keep you in lamb chops for years. Get it wrong and that hairy hound Sam Sheep-dog™ will give you a big fat paw-powered punching.

Remember that in order to complete your mission and capture those sheep you'll need to be at your best! Sly, stealthy gameplay is the way to capture the plump, silly sheep out from under the watchful eye of Sam Sheep-dog. Do you stand a chance?

Ewe bet!

MEET THE CAST

There are loads of crazy characters in this Sheep Raider game, most of them familiar faces who will be able to help you complete your mission.

Ralph Wolf

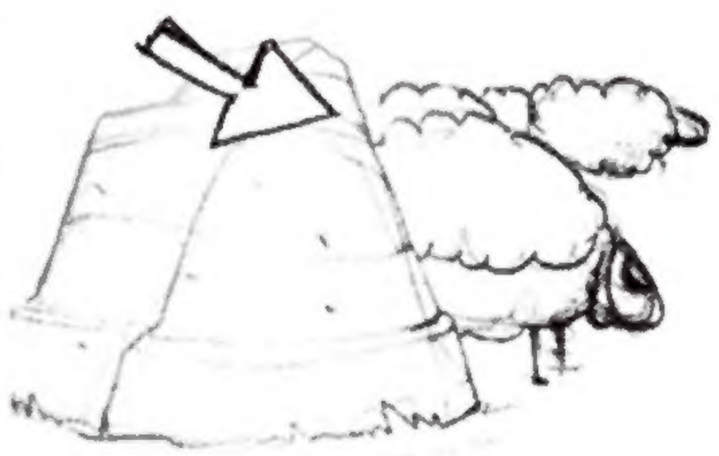
For years Ralph Wolf has been on the wrong side of Sam's fist. Your craftiest wolf abilities will be tested in order to capture those defenseless little

sheep. But maybe this time it'll be different. He's the cousin of that other famous loser, Wile E. Coyote™, and just like him, he never ever gives up. He's been flattened, blown up, dropped and scraped up, and still he comes back for more...

Sam Sheep-dog

No one's seen his eyes since he was a puppy, but somehow he always manages to spot Ralph Wolf before he steals one of his sheep. He's cool, calm and collected, standing watch over his furry flock with all his senses on full alert. He doesn't expect even one sheep to be nabbed while he's on duty, so it's going to take all of Ralph's wolf skills to grab the entire flock!

Sheep

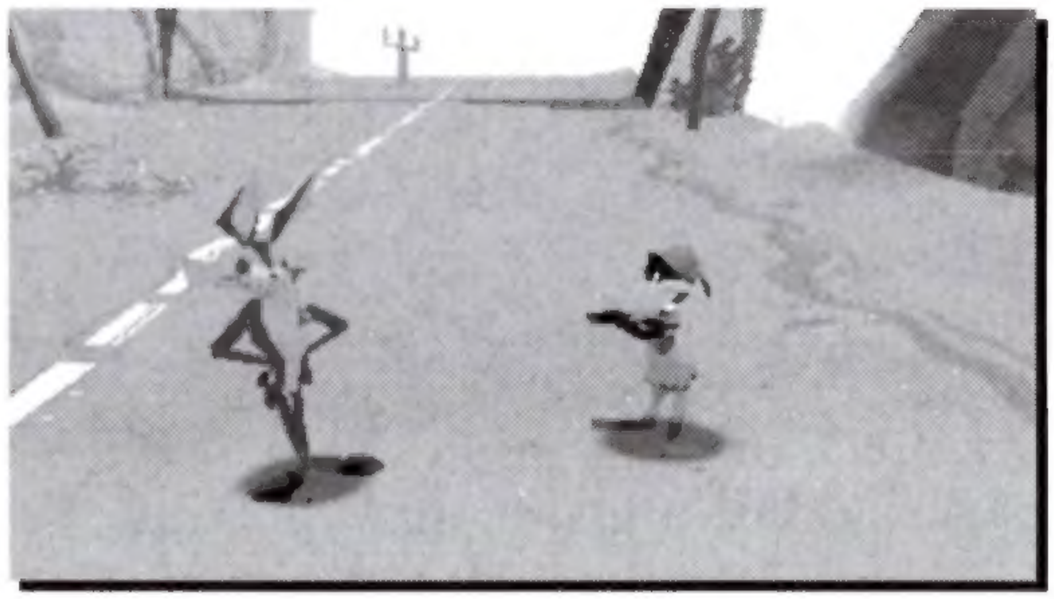


They're slowish, sheepish, and a bit thick. They're happy to munch grass all day under the watchful gaze of Sam Sheep-dog, and they won't even run if they spot Ralph Wolf coming at them with hunger in his eyes. In fact, they can't see very far at all, so if you're thinking of luring them away from their woolly mates, you might need to try and appeal to their sense of smell. And remember, they're also very partial to a nice bit of lettuce.

PLAYING SHEEP RAIDER

Once the intro movie is over, select START GAME to begin a new game. You are now ready to enter the crazy world of sheep stealing, but first, you'll need to do a little training.

TRAINING ZONE



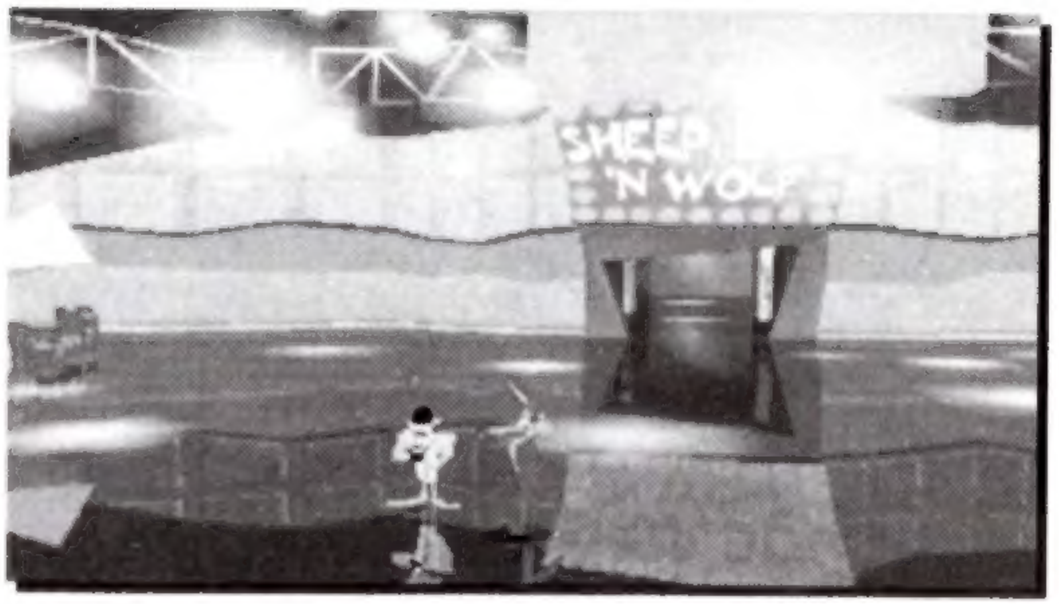
You wouldn't expect a world-class sheep thief to hit the heights without a little limbering up first, would you?

That's why Daffy Duck™ will guide all new players through the ACME™ Training Zone before the real game begins, so you can get the hang of some of the basics including walking, running and using the camera to get the best view of what's going on.

Make sure you pay attention, or you could find Sam Sheep-dog feeding you a knuckle sandwich sooner than you expected.

Once you've completed the Training Zone, you'll be ready to get into the game. But don't worry, there'll be plenty of help along the way when you encounter new objects or when new skills are needed.

THE TV STUDIO



When you've finished the Training Zone, you'll return to the TV studio where you can enter the next level. To reach it, go through the open door and press the ⊗ button when prompted.

When you complete a level, a door will appear in the studio which takes you back to that level so you can play it again in the future.

CONTROLLING RALPH WOLF

Walking

Use the directional buttons to walk around the landscape. This is fine if you don't need to get anywhere in a hurry, or you don't need to be especially quiet. If Sam Sheepdog's on patrol though, you might want to do things a little more stealthily...

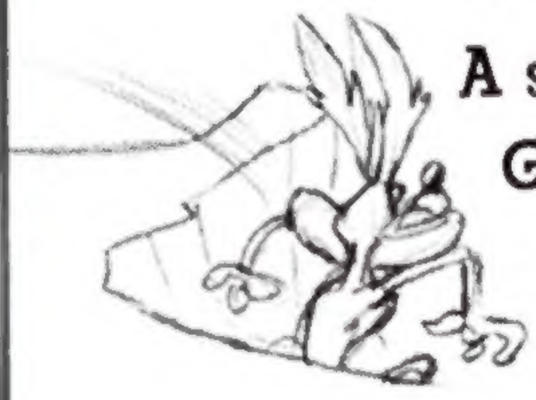
Walking Stealthily

There will be plenty of times when normal walking is just too noisy, so to creep around the place like the sneaky wolf you are, just hold down the R1 button while you walk.

Running

It's no good just wandering around at a leisurely pace all the time. When you need to pick up speed, repeatedly tap the ◎ button as you press the directional buttons. When you're running, you can zoom across crevices and gaps, but don't stop tapping that ◎ button, or you'll end up as wolf pulp.

Jumping



A single press of the □ button will make you leap up in the air. Get a little higher by pressing the □ button again at the top of your jump. This will give you a double jump. Combine jumps with the directional buttons to direct yourself.

CONTROLLING THE CAMERA

Rotating the Camera

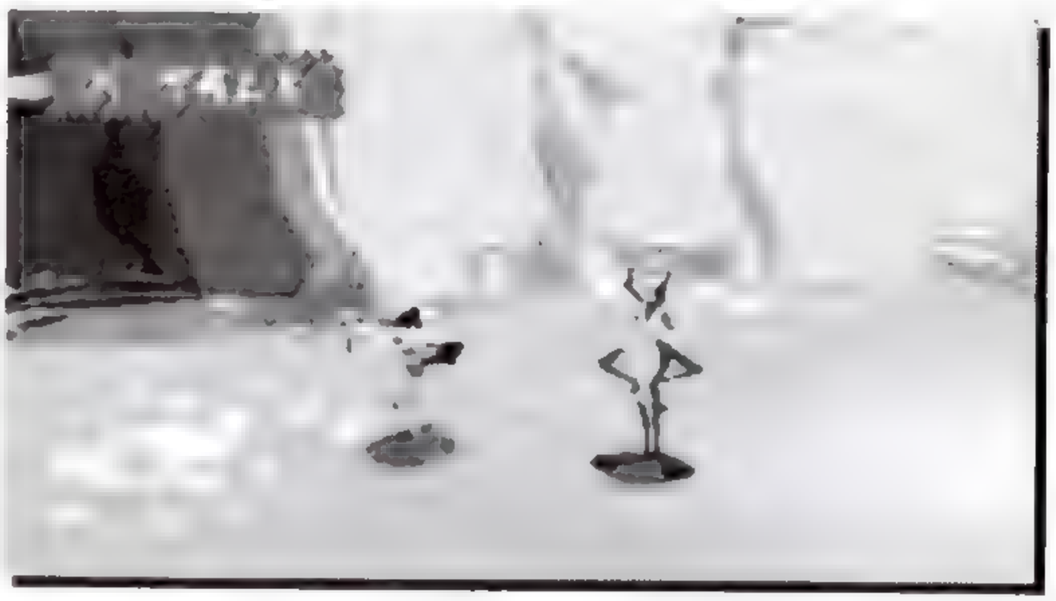
In a game of stealth like this one, you'll often need to look around the landscape to decide on your best course of action. Rotate the camera left or right using the L2 button and R2 button respectively.

Wolf's-Eye View

To see exactly what Ralph is seeing, hold down the △ button while using the directional buttons to scan the scene.

TALKING TO CHARACTERS

As a crafty wolf on a mission, you might feel like just storming through the levels, stealing all the sheep, and heading off into the sunset with your prize. But you won't get very far if you don't stop to be sociable every now and again.

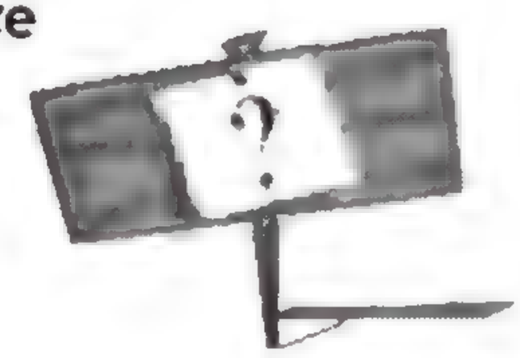


There are characters out there who can give you useful information if only you'll stop and chat. To talk to them go up to them until TALK appears in the top left corner, then press the ⊗ button. If you press the ⊗ button again, you can scroll up or down through the speech using the directional buttons. Press the ⊗ button for a third time, and you will skip the speech completely. (It's not wise to do this unless you've already heard everything they've got to say).

Sometimes, characters will ask you questions. Use the directional buttons to select your answer, then press the ⊗ button to confirm.

READING SIGNPOSTS

Signposts with question marks are dotted around the place and may or may not tell you something useful. The only way of knowing is to go up to them until READ appears in the top left corner, then press the ⊗ button.



INTERACTING WITH OBJECTS

There are all kinds of objects in the game which you can use to carry out your sheep thievery. You can find out precisely how to use individual objects by referring to the Inventory (read the section called USING THE INVENTORY for more information), but in most cases, you will need to press the ⊗ button to pick up and use an object.

You may also find that a nearby character will help you to use an object if you're not sure what to do.

Most importantly, you'll need to know how to carry sheep. Just walk up to one until CARRY appears in the top left corner, then press the ⊗ button. Press the ⊗ button again to put the sheep down.

ORDERING ITEMS

Certain interactive items have to be ordered from a letterbox (mailbox).

You can find the location of letterboxes on the map (read the section called USING THE INVENTORY for more information).

You will need to walk up to one and press the ⊗ button when ORDER appears in the top left corner.

The item connected to that letterbox will appear somewhere on the landscape ready for you to go and pick up.

USING THE INVENTORY MENU

The Inventory Menu contains all the items you have collected ready for use. To view the contents, hold down the L1 button and use the left and right directional buttons to scroll through them.

Placing Items in the Inventory

Pick up an item by standing in front of it and pressing the ⊗ button when TAKE appears in the top left corner. The item will automatically be placed in the Inventory.

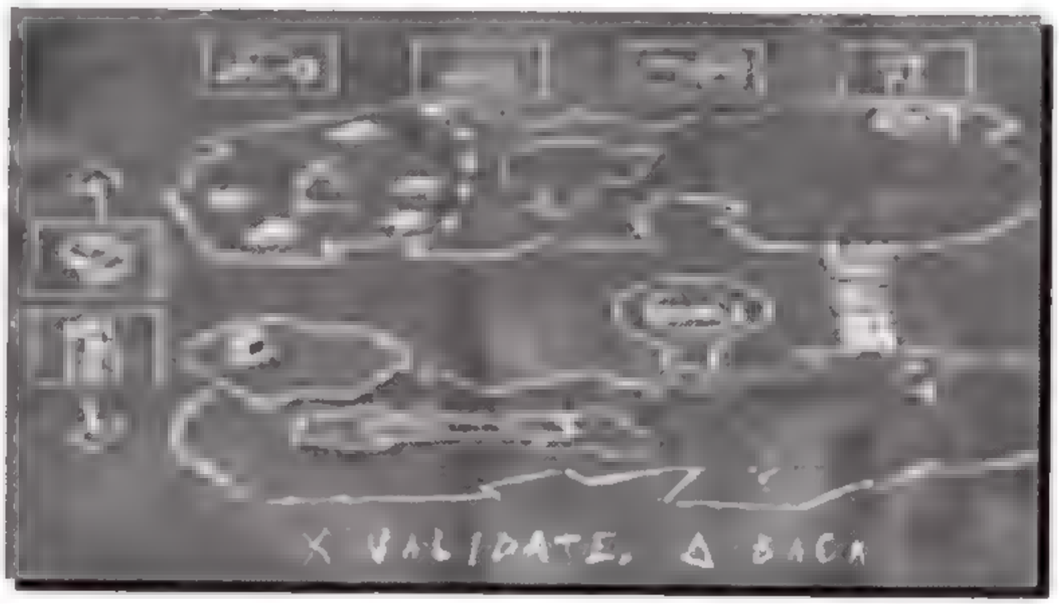
Taking Items from the Inventory

When you want to make use of an item you have already collected, hold the L1 button and use the left and right directional buttons to highlight the item required. When it's highlighted above your head, release the L1 button.

Using the Inventory

To see the Inventory, press the SELECT button.

It shows you all the objects available on a level along with a map marking important items and locations.



Object List

Use the up and down directional buttons to scroll through this list of available objects. Remember that before they can be used, you need to order them from the appropriate letterbox. To find out which letterbox you need, highlight the object and a red circle will mark the correct one.

Blue and white objects are ones available on the level which have not yet been collected.

Colored objects are the ones that have been picked up and are ready for use.

Map

This is a plan of the current level.

Help

Highlight an object in the Object List, then press the ⊗ button to highlight the Help icon.
Press the ⊗ button to read information about the object.

Use

Highlight an object in the Object List, then press the ⊗ button and use the directional buttons to highlight the Use icon. Press the ⊗ button to return to the game and use the object.

Combine

Sometimes, you will want to combine one object with another to get the effect you need.
Highlight an object in the Object List, then press the ⊗ button and use the directional buttons to highlight the Combine icon.
Press the ⊗ button, then highlight the second object, and press the ⊗ button again.
After combining the two objects in this way, return to the game using the EXIT icon, by selecting and confirming the combination with the ⊗ button, or by pressing the SELECT button.

SAM SHEEP-DOG

You might consider yourself the coolest, calmest, craftiest wolf that ever prowled the earth, but Sam Sheep-dog is out to prove otherwise. He watches over his flock of sheep very carefully, and if he spots you trying to steal one, you're dog meat.

When you get close to the flock, a Sam icon will appear in the top right corner of the game screen.

The Sam icon rotates, showing the direction in which he is looking.

The background color indicates your status:

Green

Sam won't be able to see you or hear you, so you can walk normally.

Orange

Sam will be able to see you if he looks directly at you, and he will hear you walking unless you walk stealthily by holding the R1 button.

Red

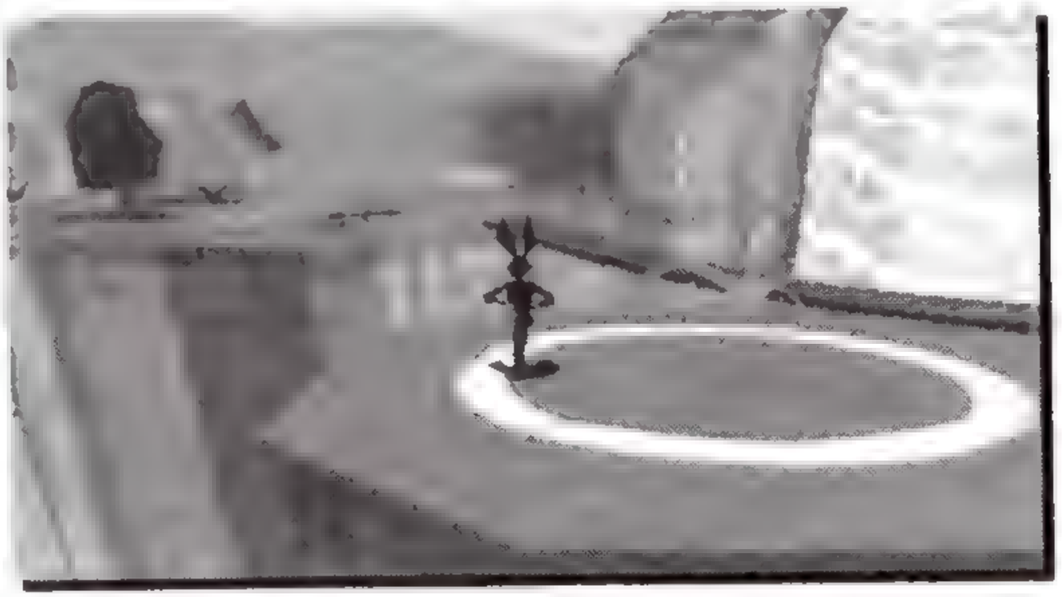
Sam has seen you! You better escape fast or he'll be using you as a punching bag.

There are ways of hiding from Sam even when you're right under his moist sheepdog nose, but you'll have to play to find out what they are...

COMPLETING LEVELS

The aim of every mission is to steal a sheep from Sam Sheep-dog's flock, and get it as far as the goal at the end of the level. The goal is a large white circle.

You will need to get the sheep into the circle in order to finish the level.



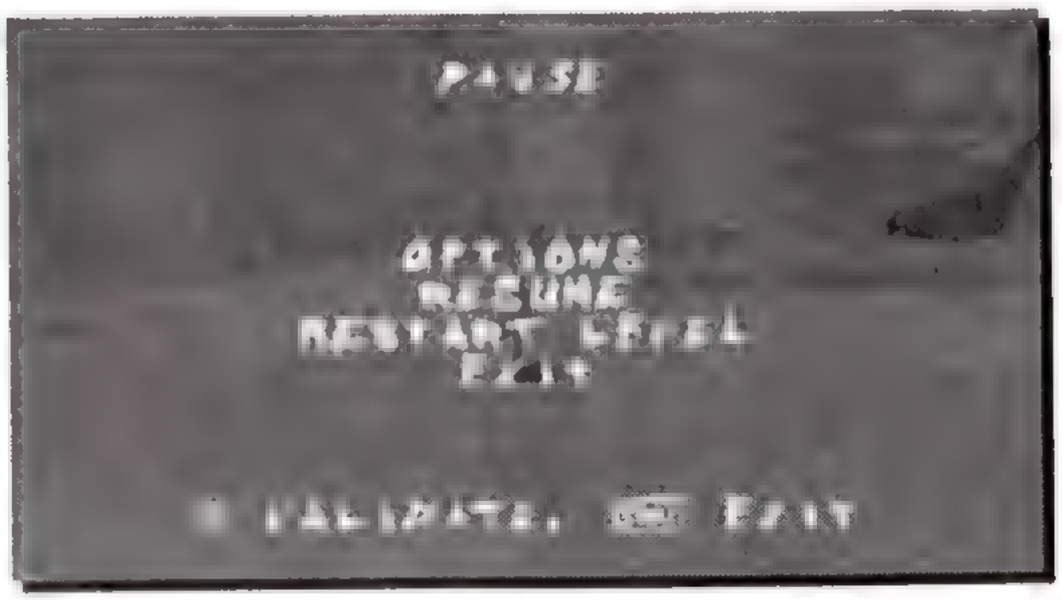
SAVING AND LOADING

When the Autosave function is on, your progress will automatically be saved as you complete each level if you have a MEMORY CARD with at least one free block correctly inserted into your console. Next time you start the game, make sure the same MEMORY CARD is inserted, and you will be taken straight to the level you've reached unless you select START NEW GAME.

The Autosave function can be turned off by going to the Options Menu.

PAUSE MENU

Press the START button during the game to pause the action and bring up the Pause Menu.



Options

Takes you to the Options Menu.

Resume

Takes you back to the game. You can also return to the game by pressing the START button or the △ button.

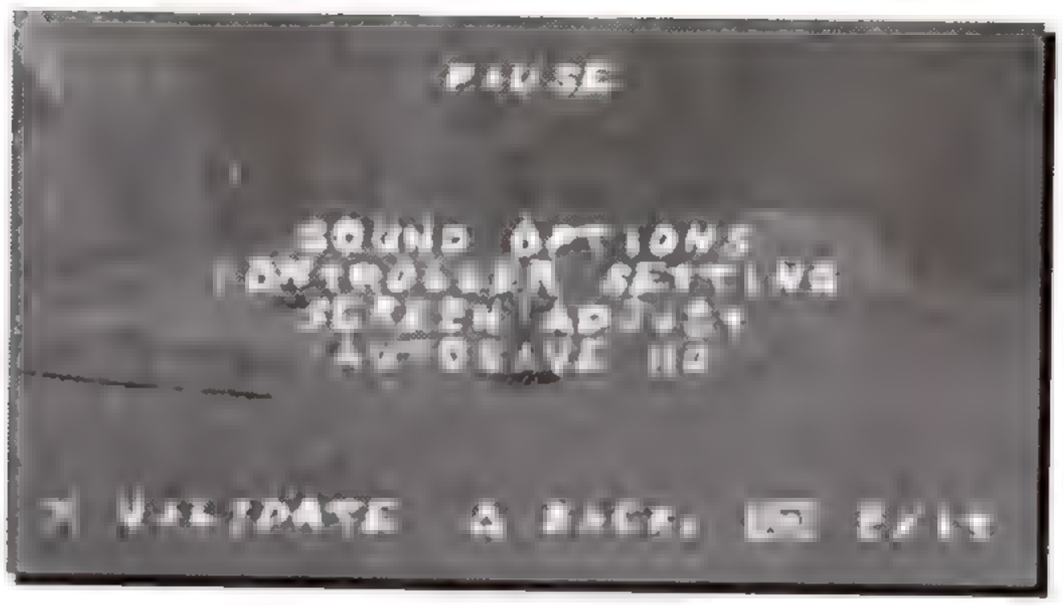
Restart Level

Restarts the level.

Exit

Quits the current level.

OPTIONS MENU



Sound Options

Use the directional buttons to alter MODE (STEREO, REVERSE STEREO or MONO), SFX VOLUME, VOICE VOLUME, MUSIC VOLUME and TEXT (YES or NO).

Controller Setting

Use the directional buttons to scroll through 3 pre-set configurations or choose CUSTOM to select your own Controller configuration. To customize the configuration, highlight the function you want to change, press the ⊗ button, then press your preferred Controller button. When you have finished, highlight DONE and press the ⊗ button to confirm.

Screen Adjust

Use the directional buttons to move the screen position, then press the ⊗ button to confirm.

Autosave

The Autosave function will automatically save your progress as you complete each level. Use the directional buttons to turn this function on or off.

INFOGRAMES WEB SITES

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http://www.us.infogrames.com

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- Technical Support
- Software Upgrades
- Interviews
- Community
- Hints and Tips
- Demos
- Competitions
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive Tech Support at (425) 951-7108. Our Interactive Voice Response and Faxback system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately. Live support is available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at 425-951-7108 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #_____

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

⚠ WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

⚠ CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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